

# TASMAN AGE GRADE RULES

These rules apply to both the Marlborough & Nelson Bays Sub Unions of the Tasman Rugby Union

## Rules For Age-Group Rugby.

*These rules are the regulations and bylaws drawn up by both NBSUCOD and the MRSUCOD for the playing and controlling of the game of Rugby Union at Age group level (between Under 14 and Under 18) played within Tasman Rugby Union.*

*They apply to all clubs, schools, affiliated bodies, coaches, teams and players involved with these levels of rugby within the Tasman Union.*

*The Operations Manager is deemed to be the organiser of the competition and it is that person to whom all correspondence should be addressed.*

The TTGG will consist of the Operations Manager and the Chairman from the MRSU and the Chairman of the NBSU and is empowered to make decisions on behalf of T.R.U.

## 1. REGULATIONS OF MATCHES

- a) When reading "TRU", authority is referred to the Operations Manager, acting on behalf of these committees in the best interests of rugby in the TRU region.
- b) No club shall play any match without the prior consent of the TRU and any matches played are subject to any conditions imposed by them.
- c) Any club/team travelling internally or overseas requires the approval of the TRU and are subject to any regulations as stated in the NZR Handbook at any time.
- d) All clubs shall have approved registered colours and uniform. No uniform is to be changed or worn without the prior approval of the TRU.
- e) Teams shall play in their Club's registered colours and uniform with correctly numbered jerseys except:
  - 1. Where there is a similarity in colours that a potential for confusion / mistakes exists, then the travelling team shall provide themselves with alternative colours.
  - 2. Where a club has two (2) or more teams in a grade, they may differentiate them with suitable alternative jerseys. (Alternative playing colours can be provided by the TRU if requested one (1) week in advance of the fixture).
- f) Every Club and school shall ensure that all matches played will comply with the Code of Ethics

## 2. RULES FOR CLUB COMPETITIONS:

- a) All matches are under the control of the TRU and all team entries into a competition require approval by them. The TRU shall define / amend grades, as it considers necessary from time to time.
- b) Clubs shall notify in writing to the Operations Manager the teams they wish to enter into various grades, prior to the closing date (as advised by the TRU ) each year before the start of the competition. The TRU may direct any team to a grade it considers appropriate / desirable.
- c) The TRU may delegate control of various grades to the Nelson Bays Junior Advisory Board (NBJAB) or Marlborough Sub-Union Junior Advisory Board (MRSUJAB) as it considers necessary / desirable.

All competitions under the control of the JAB shall be run in accordance with the rules of their Committee and the Rules of the TRU

- d) The Operations Manager will complete a draw for each round of competition in all grades for approval by the Sub-Union Council of Delegates and/or Board. Details of draws shall be advised to clubs / schools prior to the commencement of each competition.
- e) Fixtures may be arranged on the principle of reciprocal home games, but the TRU shall always have regard for the best interests of the Rugby Union when allocating fixtures / venues.
- f) In each grade of competition, each team will play every other team in that grade at least once in each round where feasible.

Prior to the start of each season, the TRU will organise the format of the competition / championship structure and advise all teams involved.

- g) The TRU shall set the value of competition points for each match during the season prior to the commencement of competition. The team scoring the most competition points shall be the winner of the round/competition (whichever is appropriate).
- h) The competition points table in any grade may be dropped at the end of a full round, with a trophy to be awarded to the winner of the grade and the competition points tally to re-start for the next round of competition (as determined by the TRU).
- i) In the event of a two or more teams being tied on equal points, there will be a play-off if feasible.
- j) If a play off is not feasible, the team that won their previous match (against each other) will be declared the winner.
- k) If still indecisive or in the event of unforeseen circumstances, TRU may declare joint winners or make a decision it deems equitable.
- l) Any competition may be terminated at the discretion of the TRU.

### 3. DEFAULTS

- a) All matches shall commence at the time, date and place appointed by the TRU; Any variation to match time/date/venue, is subject to the approval of the opposition coach, the appointed referee and the Operations Manager.
- b) If play does not commence within ten minutes of the appointed time the Referee may declare *"the team that is unable or unwilling to proceed have lost by default"*. A team may start the game as long as it has as a minimum 3 trained front row players and a total of 15 players on the field.
- c) Any team having to default because of a lack of numbers must give notice to their opposition coach/manager; the Operations manager and the Referee appointments officer before 12 noon of the day PRIOR to the match.
- d) In the event of a default the game the opposing team shall receive the win.
- e) Any default shall be noted so that if the defaulting team was the away team, they will be required to travel when they are next due to play that opposing team within the same season.
- f) If a game is defaulted, and paragraph c) has not been fulfilled, the matter is referred to the Review Committee who may impose a fine of up to \$50.

### 4. TEAM CARDS/MATCH RESULTS

- a) At the end of each match, a team card is to be provided to the referee by the coach / manager of each team containing the name and initials of each player and all reserves. The referee will fill in the result on each team card, sign it and return it to the respective team representative.
- b) Each team is responsible to ensure the team card is returned to the Operations Manager by 10am on the Tuesday following the match (or 2 days after the match - if the match is played on any day other than a Saturday).

If the Operations Manager does not receive a team card as required, the offending club may be fined an amount of \$25 per team card outstanding and /or the loss of competition points as determined by the Review Committee.

- c) From information provided on each team card the Operations Manager will maintain a register showing the classification and grading of every player and the games they have played.

The Operations Manager will report to the TRU with regard to outstanding team cards. In the event of a match being called off by a referee, the referee must report the matter to the Operations Manager within 48 hours. The referee may be required to attend a Judiciary Committee hearing resulting from the action taken.

- d) The appointment of referees for matches will be made by the Appointments Officer of the Sub-Union's Rugby Referees Association, as affiliated members of TRU.

All appointments of referees for representative matches and for interchanges with other Unions shall be recommended to and approved by the TRU.

- e) Score Blow-out (by-law): *Applicable to Under 11 up to and including Under 18*

35-point margin: After the try and conversion has been completed the referee will blow time off and mention that the 35-point margin has been reached. The referee will ask the coaches to **CONSIDER** the following options: Subbing the players who are making the biggest impact, and/or exchanging the best players from the winning team for players in the opposing team.

50-point margin: After the try and conversion has been completed the referee will blow time off and mention that the 50-point margin has been reached. One or more of the following processes **MUST** occur; Subbing the players who are making the biggest impact, and/or exchanging the best players from the winning team for players in the opposing team.

At any stage both coaches, in consultation with the referee, can agree on a winner before continuing to play. At the 50-point margin, the winning team will automatically be decided, and changes must occur.

## 5. REGISTRATION OF PLAYERS:

- a) All teams must register all players on the team registration form lodged with the Operations Manager noting: surname, first name and date of birth. The TRU will keep a register of all players.
- b) ALL players must complete the online NZR Player Registration Form each year which is compulsory and provides Insurance Cover for death or permanent injury while playing rugby. Any player who has not completed this form will not be allowed to play until this is completed.

New players must be registered prior to playing; this is to be done by completion of NZR registration form online. Full name and date of birth details to be sent to the Operations Manager prior to commencement of the game.

- c) If Requested, evidence must be provided by the players club confirming that the player has complied with the rules regarding: Clearances / Transfer, Residence, Grading or Age

Any player will be regarded as an “*unregistered player*” until they have complied with these Rules.

- d) Any team playing an unregistered player will be deemed to have lost the game and a win will be credited to the other team, along with competition points which could have been secured from the game. If both teams are found to have played unregistered players, each team will have competition points deducted from their points tally. *No right of appeal to this ruling will be allowed.*

Teams which contain an unregistered player may also be fined by the TRU.

## 6. TRANSFER OF PLAYERS

- a) A player may not play for any other team than the one they were listed on at the start of the season.
- b) Should a club be unable to field a team in a specific grade for which they registered, any or all of its registered members of that team may transfer to another team or club, subject to the approval of TRU or the Operations Manager.
- c) Temporary transfer of players between school or club teams of the same grade where a club/school has 2 or more teams in that grade is **ONLY** allowed subject to formal approval



by the Operations Manager. ( **This approval must be sought by 12 Noon on the day Prior to the fixture and *under no circumstances will an age-grade representative player from the previous season be eligible to be temporarily transferred.***)

- d) A temporary transfer within the same club/school is allowed of a player from the age-grade below.
- e) For Age-grade Semi-finals and Finals every player must have played at least 4 games for that team during the season.
- f) The Following are exceptions for Transfer/Registration rules but *the Operations Manager must be advised before 12 Noon on the day prior to the fixture :*
  - Secondary School students home on vacation from outside the Union are permitted to play for any one club or school, in a grade for which they are eligible.
  - Secondary School students on school holiday that reside within the region are permitted to play for a club (where they have had previous affiliation) in a grade for which they are eligible with the permission of the school they are currently attending.
  - Tertiary Students and Armed Services employees home on leave are permitted to play for a club, where they have had a previous affiliation, in a grade for which they are eligible.
- g) Any team not observing the above rules shall be deemed to have defaulted the fixture in question.

## 7. CLASSIFICATION AND GRADING OF PLAYERS

- a) The TRU handles and administers the classification of all players.
- b) Each Team will provide a complete Team list prior to the start of the competition to the Operations Manager. This list must contain the Full Names of every player and his/her date of Birth.
- c) Every player must be younger than the maximum age for that grade on 1<sup>st</sup> January of that year. The player may be required to produce proof of age documentation or be suspended until such proof is provided.
- d) **Addition of weight limits for smaller players.** These enable players to play in a lower grade than they are age-eligible for **without** being considered as a dispensated player as long as they fulfil the following conditions. All Weights to be taken prior to 1 May by a TRU representative

GRADE	AGE ELIGIBILITY	WEIGHT ELIGIBILITY
Under 13	Under 13 as at 1/1/2019	Under 14 as at 1/1/2019 & Under 52 kg as at 1/5/2019
Under 14	Under 14 as at 1/1/2019	Under 15 as at 1/1/2019 & Under 57kg as at 1/5/2019
Under 15	Under 15 as at 1/1/2019	Under 16 as at 1/1/2019 & Under 62kg as at 1/5/2019
Under 16	Under 16 as at 1/1/2019	Under 17 as at 1/1/2019 & Under 67kg as at 1/5/2019
Under 18	Under 18 as at 1/1/2019	Under 20 as at 1/1/2019 & Under 75kg as at 1/5/2019

- e) The TRU shall have the power to re classify any player.
- f) Any player who has played 4 or more games in a higher grade may not play back in a lower grade( even if they are age-eligible) until that player has sought **and been granted** re-classification by TRU
- g) If a player plays in a grade for which they are not listed then they will be regarded as an Un-Registered player and the team concerned will be penalised accordingly.
- h) In age group grades **no** re-grading of players will be allowed after 1<sup>st</sup> July unless there are exceptional circumstances.
- i) A Player eligible to play in an age-group team, but who has been playing in an open grade is eligible to be re-classified but he must formally apply for re-classification and not play until such re-classification has been approved by TRU

#### **SPECIAL REGULATIONS AROUND UC CHAMPIONSHIP TEAMS**

- j) Teams competing in the Crusaders region UC Championship Competition will be required to register a squad of 18 players by 1<sup>st</sup> May each year. Players outside this 18 must register for an appropriate age-grade team within the same school or sub-union.
- k) The players on this list **MUST NOT** play in the local competition until they have been re-graded.
- l) Once a player outside this squad has **STARTED** 5 games in the UC Championship they must be re-graded into the squad of 18.
- m) If a player in the list of 18 players wishes to be re-graded for any reason, then he **MUST** be replaced by a player from another team.

#### **8 DISPENSATION**

*Please note any player classified under rule 7d) is **NOT** considered a dispensated player.*

- a) Age dispensation for players to play in a grade for which they are not eligible should be considered a privilege (**not an automatic right**), and requires application **AND** approval by TRU, before 1<sup>st</sup> May.
- b) Factors considered when such requests are made include:
  - Age
  - Weight
  - Playing History
  - Players attitude and ability
  - Is a correct age grade team available
  - Safety of the opposition players.
  - Betterment of the competition.
- c) Dispensations which are granted can be reviewed by TRU.

- d) An over-age player who plays in a team without dispensation is considered an "Unregistered player" and the team is liable to the penalties outlined in Rule 5 c).
- e) There may be a maximum of three(3) dispensated players in any team for that team to be classified as a "Competition Team". (Under 18 grade teams may have a maximum of 4 dispensated players)
- f) The TRU may approve more than three(3) dispensated players ( or 4 in the Under 18 grade) in a team but this team will be considered as a "Non-Competition Team" and will be ineligible to qualify for semi-finals or final in that grade. They will be awarded points for each of their games in round-robin play. *Such requests are only likely to be approved in exceptional circumstances.*
- g) TRU will maintain a register of all dispensated players.
- h) Dispensated players must be clearly identified to the opposition coach prior to the commencement of EVERY match. *They must be asterisked on the team card*
- i) The opposition coach / manager is invited to submit a written report on any dispensated player, outlining:
  - performance,
  - attitude,
  - discipline
  - safety considerations

This is to be forwarded to the Operations Manager a.s.a.p. after the match.

- j) The TRU reserves its right to refuse/ revoke any player's dispensation. Any appeal is to be heard by the Review Committee.

## 9 SUBSTITUTIONS and PLAYING TIME

The Use of Rolling Substitutes is **NOT** allowed in age grade games. Players can only be substituted at  $\frac{1}{4}$  time,  $\frac{1}{2}$  time, and  $\frac{3}{4}$  time. A substituted player may rejoin the match as either a replacement (for injury) or as a substitute.

***Every player must play at least 35 minutes of every game.*** (Not applicable to UC Championship fixtures).

## 10. JUDICIARY PROCEDURES (Sin Binning / Sending Off Procedures)

- a) A player sent off is automatically suspended from all rugby for two (2) matches from the date of sending off. The suspension is subject to the following:
  - I. A player ordered off has the right to request a hearing. This is treated as an appeal against the automatic suspension.
  - II. If the player requests a hearing within 48 hours of the ordering off, a hearing will be held by the Judicial Committee within six days of the ordering off.
  - III. If the player requests a hearing after 48 hours of the ordering off but within seven days of receiving a copy of the referees report on the ordering off, a hearing will be held by the judicial committee.

- IV If a member of the Judicial Committee or the complaints review officer considers that the automatic suspension imposed under rule 10a) is not an adequate sanction, a hearing will be held to determine the appropriate sanction.
- b) A player temporarily suspended (yellow card) on two occasions in any matches within TRU during a season will be advised in writing that a third temporary suspension in the same season will result in an automatic one(1) match suspension. The automatic suspension is subject to the following:
  - I. the player may within 48 hours of receiving notice of the suspension ( but no later) request a hearing. The player may not play until either the hearing has been concluded and a decision delivered or he/she is permitted by the Judicial committee to play pending a hearing.
- c) The Judicial Committee may, in its discretion, increase the automatic suspension referred to in (a) and (b) above.
- d) Rights of appeal exist in respect of decisions of the Judicial Committee. The person or organisation appealing must pay to TRU an appeal deposit of \$500 within 48 hours of lodging the appeal. If the appeal deposit is not paid within that time, the appeal is deemed to be abandoned. The Appeal Committee has the power to order that all or part of the appeal deposit be refunded.
- e) If there is any inconsistency between what is set out above and the disciplinary provisions in the NZR handbook, the latter will prevail.

## **11. PROTESTS & DISPUTES**

- a) All protests and disputes relating to any matter under the Code of Ethics or these Rules shall be made and lodged in writing to TRU, via the operations manager, prior to (in the case of a protest) or within 48 hours of the match in question (in the case of a dispute).
- b) Decisions on matters under protest or in dispute will be made by the TRU as expediently as is practicable. The TRU decision is final unless it exercises its discretion to refer the matter to the TTGG for determination.
- c) If a specific cause for protest is known before a match begins, the protesting team shall advise the team (opposing) of the protest ( and its cause) and if the matter is not addressed the protest shall be lodged, in writing with the referee or an official of the TRU. The match must proceed at the time set down,. If the team at fault is unwilling or unable to remedy the cause of the complaint, the game will be played "Under Protest" and the protest shall be considered by TRU



## 12. SEMI-FINAL / PLAY OFF RULES

- a) For a player to be eligible to play in a semi-final or final that player must have played for that team in not less than four (4) round robin matches in the same competition. For the purposes of this Rule the term “played” includes reserves.
- b) All teams must submit a team list to the Operations manager before 12 pm of the day prior to the fixture listing all 22 players. If unable to field 22 for any reason you **MUST** apply to the Operations Manager for a special request that will be put in front of the TTGG for determination.
- c) In the event of a draw at full time or tied points in the round-robin play off / semi-final system:
  - The game finishes at the end of referee’s time.
  - **No extra time is to be played.**
  - The team that won their match in the preceding round shall be deemed the winner.
  - if a winner still remains unresolved, the following criteria will be applied in order to find a winner;
    - first try of the game
    - first points of the game
    - highest ranking at completion of round play
    - coin toss

## 13 RULES FOR FINAL:

- a) For a player to be eligible to play in a final that player must have played for that team in not less than four (4) round robin matches in the same competition. For the purposes of this Rule the term “played” includes reserves.
- b) All teams must submit a team list to the Operations manager before 12pm of the day prior to the fixture listing all 22 players. If unable to field 22 for any reason you **MUST** apply to the Operations Manager for a special request that will be put in front of the TTGG for determination.
- c) The final will be played at a ground chosen by the top qualifier in the Round Robin.
- d) If the game is drawn at the end of full time then both teams will be declared joint winners. **i.e. no extra time is played.**

## 14 MATCH BALLS

TRU reserves the right to provide and enforce the use of official sponsors’ competition match balls.

## 15 PLAYING TIME

All games are 35 mins duration for each half with 5 minutes for half time.